

MECH SHEET

CONCEPT

Mecha Name	
Mecha Type	
Size Class	
Pilot Callsign	

STRUCTURE

Integrity	
Armor	
DCS	
Regeneration	

CHARACTERISTICS

Type	Mecha Rating	Pilot's Ability	Modifies	Overall
Control Response			Agility	
Sensors			Perception	
Multi-Task Systems			Actions	
Warning Systems			Reflex	
	Rating	Dam. Bonus	Equals	
Frame			Strength	

SUPPORT SYSTEMS

Type	Effects	SF Code

SENSOR SYSTEMS

Type	Range	Mode	SF Code

MOVEMENT SYSTEMS

Type	Effects	SF Code
Ground Speed		
Air/Water Speed		
Acceleration Code		
Jumping Distance		

WEAPON SYSTEMS

Type	Size	Range	Damage	Shots	Rounds	Special	SF Code

DAMAGE

Level	Integrity	Current	Effect
Cosmetic			None
Light			-1 Test Penalty
Moderate			-3 Test Penalty, Half Move, Max. 2 Actions Armor Half, DCS/Regeneration Half Rate
Serious			-6 Test Penalty, Only Crawl. Max. 1 Action No A-Pod/Jump, Pilot Takes Half Armor Gone, DCS Quarter/Regen Half Rate
Critical			Falling Apart, Barely Walk No A-Pod/Jump, Pilot Takes Full No DCS/Regen Quarter Rate